

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1589	projectile same trajector\$3	USPAT	OR	OFF	2006/02/10 17:11
L2	13	bone and 1	USPAT	OR	OFF	2006/02/10 17:10
L3	37	projectile same bone	USPAT	OR	OFF	2006/02/10 17:12
L4	3123	trauma same bone	USPAT	OR	OFF	2006/02/10 17:13
L5	274	simulat\$4 and 4	USPAT	OR	OFF	2006/02/10 17:12
L6	22	simulat\$4 same 4	USPAT	OR	OFF	2006/02/10 17:14
L7	2953	trauma same head	USPAT	OR	OFF	2006/02/10 17:14
L8	16	simulat\$4 same 7	USPAT	OR	OFF	2006/02/10 17:14
L9	1167	fem	USPAT	OR	OFF	2006/02/10 17:15
L10	4	7 and 9	USPAT	OR	OFF	2006/02/10 17:15
L11	0	6 and 9	USPAT	OR	OFF	2006/02/10 17:43
L12	1707	projectile\$1 same trajector\$4	USPAT	OR	OFF	2006/02/10 17:47
L13	369	impact same 12	USPAT	OR	OFF	2006/02/10 17:44
L14	0	fem and 13	USPAT	OR	OFF	2006/02/10 17:44
L15	5783	finite adj element	USPAT	OR	OFF	2006/02/10 17:44
L16	4	13 and 15	USPAT	OR	OFF	2006/02/10 17:45
L17	1	entrance same exit same 12	USPAT	OR	OFF	2006/02/10 17:49
L18	20	entrance same exit and 12	USPAT	OR	OFF	2006/02/10 17:46
L19	0	15 same 12	USPAT	OR	OFF	2006/02/10 17:47
L20	1	projectile\$1 same fem	USPAT	OR	OFF	2006/02/10 17:48
L21	6	penetrat\$5 same fem	USPAT	OR	OFF	2006/02/10 17:49
L22	1	projectile same fem	USPAT	OR	OFF	2006/02/10 17:48
L23	0	projectiles same fem	USPAT	OR	OFF	2006/02/10 17:48
L24	0	armor same fem	USPAT	OR	OFF	2006/02/10 17:48
L25	186	penetrat\$5 and fem	USPAT	OR	OFF	2006/02/10 17:49
L26	40	mesh and 25	USPAT	OR	OFF	2006/02/10 17:50
L27	0	entrance same exit and 26	USPAT	OR	OFF	2006/02/10 17:49
L28	2	entrance same exit and 25	USPAT	OR	OFF	2006/02/10 17:49
L29	140	jones-h\$.xa.	USPAT	OR	OFF	2006/02/10 17:51
L30	3	fem and 29	USPAT	OR	OFF	2006/02/10 17:51
L31	394	jones-h\$.xp.	USPAT	OR	OFF	2006/02/10 17:51
L32	0	25 and 31	USPAT	OR	OFF	2006/02/10 17:51
L33	2	fem and 31	USPAT	OR	OFF	2006/02/10 17:52
L34	534	29 or 31	USPAT	OR	OFF	2006/02/10 17:52
L35	27	15 and 34	USPAT	OR	OFF	2006/02/10 17:52